Warband Building and Scenarios

The *Night Below*™ set is designed for Limited-format play using 200-point warbands. When playing Out Of The Box scenarios or in draft formats, each player should have two *Night Below* Booster Packs and build warbands of up to 200 points.

Epic Creatures

The *Night Below* set can be played using two formats: warbands of 200 or 500 points. Two creatures (Large Gold Dragon and Wulfgar) have two skirmish stat cards: One card provides information for using the creature in a 200-point warband, and the other card, printed in blue, provides stats for the more powerful ("epic") version of the creature for use in a 500-point warband. The 200-point-play card has D&D® roleplaying stats on the reverse, and the epic card has a large illustration of the creature on the reverse.

Constructed Play: Epic versions of creatures are not legal in 200-point skirmishes. In 500-point Epic skirmishes, creatures of any cost are legal, and you can choose between a creature's standard or epic stats and point cost. You could even build a 500-point warband including standard and epic versions of the same non-Unique creature, so long as you clearly mark which is which and inform your opponent.

Limited Play: Epic creatures from this set cannot be used in 200-point play.

Special Ability and Spell Clarifications

New rules and clarifications that directly affect the *Night Below* set are summarized here.

Cavalry +[#]: This creature deals [#] additional damage against enemy creatures whose Type line does not contain "Mounted."

Commander ±[#]: This effect increases or decreases the affected creature's effective Commander rating by the stated amount.

Crusade [#]: You choose the affected creature type only once during setup, regardless of the number of creatures with Crusade in your warband, and all creatures with Crusade get the bonus damage against that one creature type for the rest of the skirmish.

Debilitating Magic: Decide whether the spell's damage or DC will be increased before the spell's effect is resolved.

Devoted Companions: This ability works much like Bodyguard and follows the same rules, except that this creature directs damage to an adjacent ally rather than taking an ally's damage.

Elude Chance: Treat the d20 roll as a result of 10, then apply relevant bonuses and penalties as normal.

Ensnare: Normally an entangled creature must make a save every time it attempts to move, until a save succeeds.

Feral Surge: This movement provokes attacks of opportunity as normal. This creature can also move as normal on the turn it uses Feral Surge.

Freeze: Normally an inhibited creature must move last in a round for the rest of the skirmish.

Horrid Fascination: If an enemy is no longer within 6 squares of this creature when casting a spell or making a ranged attack, that enemy can choose the target normally.

Level ±[#]: This effect increases or decreases the affected creature's Level (Save) number by the stated amount.

Loot: Even if one of your creatures uses Loot, you still score victory points as normal at the end of the round if one or more of your creatures is in one or more of your victory areas.

Mounted Melee Attack: If this creature also has Flight, its movement beyond the first square does not provoke attacks of opportunity when it uses Mounted Melee Attack.

Power Dive [#]: This creature does not have to declare the target of this ability until it completes its move.

Provoke: If an enemy is no longer adjacent to this creature when making a melee attack, that enemy can choose the target of its attack normally.

Psychic Cleave: This creature must still pay the normal pp cost for using the swift Psionics power.

Psychic Drain: This creature can use the bonus power points to use a Psionics power as a result of a Psychic Cleave on the same attack, if that attack also destroyed a living enemy.

Psychic Strike +[#]: The bonus to damage lasts until the beginning of this creature's next turn. Movement for any reason, such as being pushed by an enemy, negates this ability.

Rage +[#]: Use the creature's normal maximum hp to determine when the damage bonus applies.

Riposte: The original attack is still resolved, even if the Riposte attack destroys that attacker.

Set Trap: Individual trap effects are described after the main ability entry.

Shadow Jump: Using Shadow Jump does not count as movement and does not provoke attacks of opportunity.

Stonebond: Movement for any reason, such as being pushed by an enemy, negates this ability.

Stonestep: Using Stonestep does not count as movement and does not provoke attacks of opportunity.

Stunning Rend: Even if this creature somehow makes more than 2 melee attacks in the same turn, the Stunning Rend effect triggers only once.

Willing to Follow CREATUREs: This ability works just like Willing to Follow, except that this creature obeys only the specified commanders.

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